Aflevering 3

Composite Design Pattern

Gruppe 4

I4SWD

16/04-2018

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Indhold

**Der blev ikke fundet nogen elementer til indholdsfortegnelsen.**

# Indledning

Simpel forklaring/indledning

En repræsentering af data i en træstruktur

Problem hvor man ønsker at repræsentere komponenter inde i andre komponenter.

En generel implementering som kan fungere over alle elementer. Træstruktur som kan indeholde alle elementer, idét elementerne har den samme type. Dette kan være et hierarki af medarbejderne i et firma, rang-system i militæret eller andre eksempler hvor man kan definere et element som at være del af et andet element eller underordnede.

Det skal være nemt at traversere alle elementer i træet. Muligt at traversere over specifikke dele, fx over obersten og alle under ham.

Composite pattern gør det muligt at komponere objekter ind i en træ-struktur for at repræsentere hierarkier.

# Struktur og dynamik

Dybere forklaring med brug af SOLID.

Hvordan bruger man patterns og forskellige typer (hvis der er nogle)

## Diagrammer

## Eksempel

# Analyse og konklusion

Hvornår er dette design pattern godt og dårligt at bruge (cons/pros)

Sammenlign med andre relevante design patterns. Forklar ligheder og forskelle. Hvornår kan/burde det bruges og hvorfor?

**1 Formalia**

1. All requested files are submitted.

2. The naming of folders, files and visual-studio solution have been done in accordance with the specifications.

3. The size of the video files are in accordance with the specifications.

**2 Description (Structure and Dynamics of the pattern)**

1. Does the group demonstrate full understanding of the subject?

2. Do they cover all aspects of the chosen pattern and use correct and relevant concepts from the course, e.g. referencing design principles (SOLID)?

3. Do they present a good and understandable example of how the pattern can be used?

4. Do they make good use of relevant diagrams and are they correct, both in notation and contents?

5. Is it clear how you should use the pattern and what the possible variations are (if any)?

**3 Analysis and conclusions**

1. Does the group present a sound analysis of the patterns usage, when it is good and bad to use it?

2. Do they compare it to other relevant design patterns and explain similarities and differences?

3. Is it clear when you should use the pattern and why?

**4 Presentation material**

1. Is the presentation (both slides and presenters) clear, precise and understandable?

2. Is the presentation on time, and do they use the time wisely?

3. Is the demonstration video clear, precise and understandable?

4. Are references put to material (both code and written) on which the solution to the assignment is based?

**5 Solution / demos**

1. Is a prototype solution presented to highlight the key concepts of the pattern?

2. Does the code example(s) compile and run without errors?

3. Is the naming of classes, variables and methods clear and consistent?

4. Is the code is easy to read and have a proper amount of comments?

5. Does the example(s) demonstrate all core parts of the pattern and relevant variants of its use?